University of La Verne

COMPUTER SCIENCE & COMPUTER ENGINEERING DEPARTAMENT

Central Campus, Fall 2018

CMPS 218 PUBLISHING ON THE WEB I (CRN1999, 2126) Online

COURSE INFORMATION

Units:	4.0 Credit Hours
Pre-Req.:	None
Distance Lrng:	Varied Media Schedule Type
Requirements:	**Core** Requirements for **Information Technology** and **E-Commerce majors,** and a **concentration** in **Internet Programming,** Computer Science and Computer Engineering B.S. or GE **Elective**
Class Location:	On-Line
Course Time:	Distance Learning

INSTRUCTOR INFORMATION

Instructor:	Prof. Jozef Goetz, Ph.D.
Office:	Founders Hall 108 B
E-mail:	JGoetz@laverne.edu
Phone:	(909) 448-4663
Virtual Office Hours:	Mondays: 3:15 pm - 5:15 pm by e-mail or by appointment.

REQUIRED TEXT (Bookstore Online):

[1] Terry Felke-Morris, *Web Development & Design Foundations with HTML* 5 **9/E**, Addison Wesley Higher Education - Pearson, **2019**, Print ISBN-10: 0134801148, Print ISBN-13: 978-0134801148.

RECOMMENDED:

[2] Harvey & Paul Deitel & Associates, Internet & World Wide Web: How to Program, 5/E, Prentice Hall, **2012**, ISBN: 0-13-215100-6, ISBN-13: 978-0-13-215100-9.

COURSE DESCRIPTION

Through a combination of lecture notes, hands-on exercises, assignments, students learn HTML (**a core** technology of the Internet, an **open, cross-platform** standard for app development), Cascading Style Sheets (CSS3), Web Design concepts, HTML 5, Links, Tables, Color and Graphics, Inline Frames, Forms and Web Multimedia. The course covers building a complete static website using development life cycle, the modern design principles and Web design best practices. The final product is the final project published on a web server. This course introduces HTML/CSS **hand-coding** with practical interactive lab exercises and projects. Web Development Tools: Notepad++ (http://classes.jgspectrum.com/classes/218_F18/examples/) or Adobe Dreamweaver, WinSCP - http://classes.jgspectrum.com/classes/218_F18/examples/, Google Chrome, Mozilla Firefox and HTML and CSS Validators http://validator.w3.org, http://jigsaw.w3.org/css-validator/ and add-ons for Firefox such as Web Developer.

SPECIFIC GOALS FOR THE COURSE

a. Specific outcomes of instruction:

1. Gain historical perspectives of the Internet and World Wide Web.
2. Learn and understand the **concepts** and **building blocks** of Web pages with HTML 5 and CSS 3.
3. Learn new HTML 5 elements with an emphasis on coding Web pages that work in both current and future browsers.
4. Acquire the **knowledge** and **skills** of how to design, write and test **static** websites including mobile websites.
5. **Gain hands-on experience** by hand coding text configuration, color configuration, links, graphics, multimedia components, tables, forms, frames, and page layout, with an enhanced focus on the topic on

design, accessibility, and Web standards.

6. Use tools such as **Notepad++** or Adobe Dreamweaver CS, Web Developer Toolbar for Mozilla Firefox/Chrome, WinSCP, HTML and CSS Validators, and modern browsers.
7. Learn and build a complete static website using **development life cycle**, the **modern design principles**, and **web design best practices**.
8. Able to create and publish websites.
9. Gain hands-on learning HTML and CSS via practical lab *exercises, and projects and exams*.

b. Student learning outcomes:

Course Contributions		**Student Learning Outcomes for Internet Programming, Information Science, and Software concentrations (SLOCS)**
	a	Ability to apply knowledge of computing and mathematics appropriate to the program's student outcomes and to the discipline
*	b	Ability to analyze a problem, and identify and define the computing requirements appropriate to its solution
*	c	Ability to design, implement, and evaluate a computer-based system, processes, component, or program to meet desired need
*	d	Ability to function efficiently on teams to accomplish a common goal
	e	Understanding of professional, ethical, legal, security and social issues and responsibilities
	f	Ability to communicate effectively with a range of audiences
	g	Ability to analyze the local and global impact of computing on individuals, organizations, and society
	h	Recognition of the need for and an ability to engage in continuing professional development
*	i	Ability to use current techniques, skills, and tools necessary for computing practice
	j	Ability to apply mathematical foundations, algorithmic principles, and computer science theory in modeling and design of computer-based systems in a way that demonstrate comprehension of the tradeoffs involved in design choices
*	k	Ability to apply design and development principles in the construction of software systems of varying complexity.

✍ EVALUATION AND GRADING

There will be assignments, projects, online participations, quizzes, midterm and a final. The course grade will be calculated as follows:

Assignments	25%
Final project	15%
Online participations	05%
Quizzes (10 points/quiz)	15%
Midterm (20 point quiz + 10 point chapter project)	20%
Final Exam (30 point quiz + 10 point chapter project)	20%
TOTAL	100%

The assignments will include the nine chapter HOPs (Hands-On Practice) and nine chapter projects (HOP2, ChP2, HOP3, ChP3, HOP4, ChP4, HOP6, ChP6, HOP7, ChP7, HOP8, HOP9, ChP8, ChP9, HOP11, HOP13, ChP11, ChP13 – each chapter HOP is worth 2 points and each chapter project is worth 20 points), phase 1 – 6 (Ph1-2, Ph3-4, Ph5-6 –

each one is worth 5 points) and 2 assignments (A1, A2 – each one is worth 5 points). There are two online participations, each one is worth 5 points (Par1, Par2). The quizzes include chapters 1 - 13 (each chapter quiz Ch1Q, Ch2Q,…,Ch13Q is worth 10 points).

Final course grades will be assigned as follows:

94 – 100 = **A**	90 – 93 = **A-**	87 – 89 = **B+**
84 – 86 = **B**	80 – 83 = **B-**	77 – 79 = **C+**
74 – 76 = **C**	70 – 73 = **C-**	67 – 69 = **D+**
64 – 66 = **D**	0 - 63 = **F**	

✍ NATURE OF ACTIVITES IN THE CLASS

1. 🗁 **Course and Module Structure:**

The course has been organized into **weekly modules** with weeks beginning on **Monday** and ending on **Sunday**. All assignments are **due at 11:59 pm on Sundays but all students are encouraged to complete each weekly module by Friday 10 pm.** A **subsequent module**, starting from module 2 will open **on Friday at 10 pm**. You are expected to **keep up with the weekly requirements** and **deadlines**.

Each module is comprised of the following major components. Though some modules will have additional components, all modules will have the following:

1. **Road Map (Required).** This will provide you with an overview of what is expected from you for the week including readings, lectures to view, quizzes, and discussions to contribute to.
2. **LEARN and PRACTICE (Required).** The LEARN and PRACTICE step will generally include the following components:
   - **Chapter Reading:** The chapter will introduce important skills that will be developed in the Hands-On-Practice (HOP) Activities.
   - **Lecture Notes:** This provides additional notes to familiarize you with the skills and ideas found in the chapter.
   - **Hands-On Practice Activities (HOP):** In almost all chapters are Hands-On-Practice (HOP) activities. These are important activities to develop your skill set.
3. **ASSESS (Optional).** The ASSESS step is where you will demonstrate your skills. In most weeks you will do the following. There are additional assessments intermittently distributed throughout the weeks.
   - **Self-Test (Recommended):** Completing the Chapter Summary and Self-Test is a recommended step for ensuring you are prepared for the quiz and project.
   - **Chapter Quiz:** This is a ten-question quiz to review key concepts.
   - **Chapter Project:** This is a website development project that you will slowly develop throughout the course.

2. ⏲ **Time Plan:**

Common misconceptions of online degree programs are that they are easy to complete or take less time than traditional college classes. Students should plan to spend 6 hours a week per one unit credit, **24 hours a week** on four credit CMPS 218 course. The course is very fast pace and requires textbook study, lecture notes study, hands-on practice, assignments, weekly projects, weekly quizzes, online participation, midterm exam, final exam, and final project report.

3. ◘ **Quizzes:**

Brief quizzes, one per chapter, will be given during the semester. The quizzes are 10 multiple choice questions. The **quiz is** timed for **10 minutes, once your time has expired you cannot take it again. Each quiz is** worth **10 points.** The quiz will be on the material covered in the lectures and assigned readings and assignments.

Recommended study sequence for a quiz: (1) read a chapter => (2) study the Lecture Notes till to the next HOP => (3) repeat 1 - 2 above for each HOP => (4) submit your HOPs for this chapter => (5) complete the Chapter Checkpoint questions, review the Chapter Summary and complete the Review Questions => (6) complete the Chapter Quiz. Please **keep up** with the course material. **Makeup quizzes** are not allowed. However, your lowest quiz score will be dropped in determining your grade score.

4. ✍ **Hands-On Practice Activities (HOPs) and Projects:**

The class is presented online as a combination of reading the textbook, Lectures Notes, assignments, online participation and hands-on activities. Several labs (HOPs) and approximately **nine** project assignments (website case studies) will be given over the course of the semester. Each project is **developed incrementally** (adding new or better) functionality to a website. All project assignments will be graded on a scale from **0 to 20** after presenting the assignments to the instructor.

HOPs and project assignments are the **key** to your **success**. You will **build** your knowledge and skills **based** on the **previous HOP** and **project assignments**.

You will need to **create** and submit the **final** project proposal of your **own website** (your final project), see the schedule below. The **goal of** the **final project** is to apply standard-driven knowledge and skills learned in this course to your own website published on the webserver. You need to submit **project phases** and turn in your projects according to the description found in 1_Project Submittals.doc at **http://classes.jgspectrum.com/** (scroll down it and click a link labeled **CMPS 218: Publishing on the Web I for Fall 2018,** then click the **Guidelines** directory)**.** Please do not attempt to **turn in any assignment by email.**

5. ☻ **Make-up and Late Assignments**:

No credit will be given for assignments turned in after the due day specified online. **No-makeup assignments** and **email submissions are allowed. Do not get left behind**.

6. ✍ **Midterm and Final Exams:**

There will be two exams to complete the course work and obtain a grade for the course. **There will be no make-ups for the midterm** and **final examinations**.

If you are absent from a **midterm** and have a **valid excuse**—an illness, a death in your family, injury or another equally compelling reason—the weight of your final will be increased by the weight of the midterm. You must provide **adequate** and **verifiable** documentation. Without a valid excuse, you will receive a **zero score for** the **midterm** and the final's weight will remain unchanged.

A missed **final** will be dealt with according to University regulations on incompletes and withdrawals. Midterm and final **exams** will cover specified chapters (see schedule for dates and coverage). The final will be comprehensive. These exams are a combination of multiple choices questions, true/false questions, and coding a website.

7. 🗁 Course Material:

Please login to the ULV Blackboard with your ULV (Laverne.edu) email: https://bb.laverne.edu/ to access this course, all handouts and my syllabus, guidelines, Lecture Notes, links and assignments will be posted there.

8. ♫ Communication and Email Policy:

I'd prefer that students ask questions on the discussion board where I can at least get a notice that they've posted to it. The best way to communicate with me is via email at JGoetz@laverne.edu. I usually reply to emails that require a fast answer within 24 hours on weekdays. I will not reply to email messages that are unclear or disrespectful. Please include your class name and section in the **subject** field and a **salutation** (e.g. Dear Professor Goetz), so that it is clear that the message is not junk mail or is deleted. **Students must check their e-mail messages on a daily basis. I will only use your Laverne e-mail address.**

9. ✍ **Course Community Guidelines:**

The success of this course and every student in it is affected by the commitment and contributions of each of you. Please help make this course a success by doing the following:

- Create and maintain an environment conducive to learning
- Participate actively and take an initiative
- Cooperate and collaborate with peers
- Ask questions and respond to Q&A forums on the discussion board.

10. ☺ **Student Responsibilities:**

To be successful in this course, plan to do each of the following:

- Set aside approximately 16 hours during the week to work to complete course-related materials and activities
- Log-in on the **first day of each week** or **even earlier**, review due dates and **plan your week**
- Ensure regular access to reliable, high-speed Internet
- Check **announcements** and **e-mail messages on a daily basis.**

11. **Tentative Schedule (subject to change):**

Date	Week No.	Topic/Activity	Availability	Reading Chapter and Tasks (textbook [1])	Quiz from Chapter
Sept 24	**1**	**Syllabus. Intro to Course. Intro to the Internet & WWW**	**Open:** Friday at 10 pm. **Start**: Monday at 8:00 am **Close:** Sunday at 11:59 pm	Chapter 1 Quiz	**[1]ch1**
Oct 1	**2**	**HTML Basics:** - Hands-On Practice - Website Chapter Project	**same**	Chapter 2 Quiz Hands-On Practice Chapter 2 Project	**[1]ch2**
Oct 8	**3**	**Configuring Color and Text with CSS:** - Hands-On Practice - Website Chapter Project	**same**	Chapter 3 Quiz Hands-On Practice Chapter 3 Project	**[1]ch3**
Oct 15	**4**	**Visual Elements & Graphics:** - Hands-On Practice - Website Chapter Project	**same**	**Online participation: PAR1– answer questions a. – f. on p.188** Chapter 4 Quiz Hands-On Practice Chapter 4 Project	**[1]ch4**
Oct 22	**5**	**Web Design: Midterm - see Guide_Midterm .doc**	**same**	**No HOPs, Assignment 1: Hands-on Exercise 1a-c, g p.237-8.** Use the home page of your school - https://laverne.edu/. **Midterm**	**[1]ch5**
Oct 29	**6**	**Page Layout:** - Hands-On Practice - Website Chapter Project	**same**	Chapter 6 Quiz Hands-On Practice Chapter 6 Project	**[1]ch6**

<table>
<tr><td>Nov 5</td><td>7</td><td>More on Links, Layout, and Mobile:
- Hands-On Practice
- Website Chapter Project</td><td>same</td><td>Chapter 7 Quiz

Hands-On Practice

Chapter 7 Project

Submit a Conceptualization phase 1 and Planning Analysis phase 2 of your final project proposal after completed chapter 7 according to 1_Project_Submittals.doc</td><td>[1]ch7</td></tr>
<tr><td>Nov 12</td><td>8</td><td>Tables, Forms:
- Hands-On Practice
- Website Chapter Project</td><td>same</td><td>Assignment 2

Chapter 8 Quiz

Chapter 9 Quiz

Hands-On Practice

Chapter 8, 9 Project
(Submit a Design phase 3 and Production phase 4 of your final project and after completed chapter 8, 9 according to 1_Project_Submittals.doc)</td><td>[1]ch8-9</td></tr>
<tr><td>Nov 19</td><td></td><td>Thanksgiving</td><td></td><td></td><td></td></tr>
<tr><td>Nov 26</td><td>9</td><td>Web Media & Interactivity, Web Development:
- Hands-On Practice
- Website Chapter Project</td><td>same</td><td>Chapter 11 Quiz

Chapter 13 Quiz

Chapter 11, 13 Project

(Submit a Testing phase 5 and Publishing phase 6 with your final project report after completed chapter 11, 13 according to 1_Project_Submittals.doc)</td><td>[1]ch11, 13</td></tr>
<tr><td>Dec 3</td><td>10</td><td>Web Development, E-Commerce Overview:
- Hands-On Practice
- Website Chapter Project
Final Exam Website – see Guide_Final.doc</td><td>same</td><td>Chapter 10, 12 Project

Online participation: PAR2– Exercise: exc. 2 p.472. Use the following table for the results:
<table>
<tr><td></td><td>http://wave.webaim.org</td><td>www.achecker.</td></tr>
<tr><td>1. Differences</td><td></td><td></td></tr>
<tr><td>1. Similar errors</td><td></td><td></td></tr>
<tr><td>2. Results of the test</td><td></td><td></td></tr>
<tr><td>3. Recommendations for improvement the home school’s website</td><td></td><td></td></tr>
</table></td><td></td></tr>
</table>

12. ☝PLAGIARISM POLICY:

Students are encouraged to collaborate, discuss and debate course concepts. However, **all assignments MUST be completed and written up individually**. If the assignment has been designated a team assignment by the instructor, **each student is required to turn in his or her own solutions.**

It is all right to ask someone else about how to solve a problem, but **it is not all right to copy somebody's code or give a code**. Any cases of someone **turning in work that is not originally theirs** will be dealt with by **assigning zeros to both parties involved.** Each student is responsible for performing academic tasks in such a way that honesty is not in question**.**

There is a "zero tolerance" approach to academic dishonesty. Appropriate disciplinary action may include, but is not limited to **giving student an F** on the assignment/project/quiz/exam and/or in the course and/or recommending expulsion. The dean may place on probation, suspend, or expel any student who violates the academic honesty policy. (See ULV catalog for details).

Registration in this course **and acceptance** of this **syllabus** constitutes acknowledgement by **holder that s/he has read** and **agrees** to the p**rovisions** of the **foregoing** agreement between student and professor.